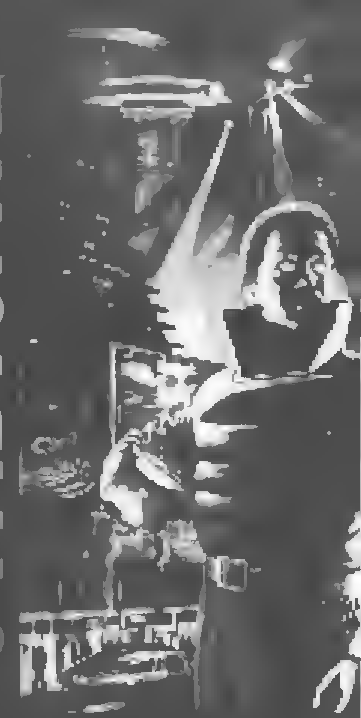
SYNDICATE™



JAGUAR

GAME MANUAL

ocean

Read before using your Atari video entertainment system!

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING To Owners of Projection Televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 800-771 3772.

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SYNDICATE™

JAGUAR™

INTERACTIVE MULTIMEDIA SYSTEM

GAME MANUAL

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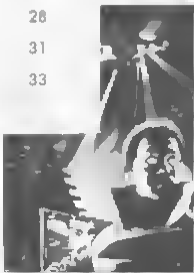


HANDLING YOUR CARTRIDGE

- The Atari Jaguar Cartridge is intended for use exclusively with the Atari Jaguar 64-Bit Interactive Multimedia System
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat
- Be sure to take an occasional recess during extended play to rest yourself and the Jaguar cartridge

INTRODUCTION

Three behemoth corporations U.S.-based, European-based, and Far Eastern-based emerged as the most powerful entities in the world controlling the highest levels of government and trade. Then the European corporation created the CHIP, a mind altering stimulant that replaced all other drugs. Control of the CHIP meant control of the people. Soon the corporations were at war among themselves for control of this CHIP. Meanwhile, crime Syndicates bribed and murdered their way into these mega-corporations and soon exercised influence all over the globe.

As a young executive in a small Syndicate, your objective is to gain control of the world's territories. By battling rival Syndicates with CHIP-controlled Cyborg Agents, you'll embark on over 50 bloody missions, assassinating key figures and capturing rival Agents for your own use along the way. It won't be easy. You'll need to develop an overall strategy of attack for world domination– aimless killing and maiming will only get you so far.

Remember to keep a watchful eye out because you never know when the cross-hairs of a high-powered rifle will be pointed at you.

OBJECT OF THE GAME

The object of *Syndicate* is to gain as much control of the world as possible, street by street, city by city, country by country

The World Map is divided into various territories From your home base in Europe, you'll invade adjacent territories and, with the help of merciless, cold-blooded Agents, wrestle them from rival Syndicates With that accomplished, you can raise taxes to increase profits and punish the populace for serving the wrong Syndicate

Raising taxes can be dangerous because furious natives who are leading uproarious rebellions can impact Syndicate profits So, keep an eye on foreign interests and pick off troublemakers as they surface

And remember, while you're busy expanding your Syndicate's empire abroad, rival Agents are working behind your back to destabilize your Syndicate Ensure that Agents are well interrogated in order to weed out traitors who want to place your head on a platter.

By surviving all challenges, destroying all targets, and gaining control of all territories, your Syndicate triumphs.

GETTING STARTED

1. Insert your Jaguar *Syndicate* cartridge into the slot of your Atari Jaguar 64-Bit Interactive Multimedia System

2. Press the POWER button

3. Press any fire button to skip the title screens

CONTROLS IN MENUS

These are the controls for all the menus in the game

A: Select option

B: Change menu

C: Not generally used

Directional Pad: Change menu selection

MAIN MENU

Press the A, B or C button to bypass the title screens and call up the *Syndicate* Menu. To move through the Menu, press the Directional Pad UP or DOWN. To select an option, press A.

The Menu options are as follows:

Configure Company
Begin Mission
Load Game
Save Game
Restart Game

Use the Directional Pad to highlight the chosen Menu option and press the A button to select. Press A, B or C to exit the *Syndicate* Menu and start the game.

CHAPTER 1: CONFIGURING YOUR COMPANY

Select Configure Company to reveal the Select Detail To Change Menu.

SELECT DETAIL TO CHANGE

You can personalize your Syndicate name, color, logo and the player name here.

CHAPTER 2: SELECTING A MISSION

Select Begin Mission to enter the Syndicate global arena. The World Map Screen is revealed.

The World Map is divided into 50 territories. Color coded according to the controlling Syndicate, the slices bear no relation to current conceptions of national boundaries, but are solely the result of decades of inter-Syndicate rivalry.

The World Map changes after every successful Mission. Your Syndicate's color takes the place of the territory where you have been successful. The Territory Box reveals Population, Status and Tax Rate.

LOAD AND SAVE GAME

To save a game, select Save Game from the Main Menu and press the A button. The Confirm Save Game Menu will appear. Select "Yes" to save your game.

The following is saved:

- Current game day and year.
- All names, mods and weapons of the currently selected four Agents, and the next four most well equipped Agents. The names and any mods of the remaining Agents are saved, but their weapons are sold and not saved. The saved money amount is adjusted accordingly.
- All owned cities are saved, along with their current happiness value. Current tax levels are stored as the nearest value of 0%, 33%, 66% and 99%.
- All fully completed items of research are saved, both mods and weapons. Any item currently being researched is saved along with its funding level etc., however, any partially completed research on that item is not saved.
- The adjusted money amount is saved to the nearest 100 units.

To load a game, select Load Game on the Main Menu and press the A button. Confirm your load and the game will begin.

RESTART GAME

Return to the Main Menu and select Restart Game to begin a new game

TERRITORY ROX

The Territory Box gives these details

Territory Name
Population
Current Tax Rate
Status of Owned Territory

NEW CALENDAR

The day, date and year is displayed in the top right of the screen

MISSION RRIEF

Only when the word "Brief" appears in the Brief window is a Mission available in that territory

The Mission Name and a Written Mission Description are revealed. To expand on the Mission Brief, select Info by pressing the B button. If the Mission Description is more than one page, select the arrow keys at the bottom of the screen by pressing the B button. Then move your Directional Pad to the right to view the next page. Likewise, to enhance the Mission Map, select the Enhance box by pressing the B button. Extra Info and Enhancements cost money which will be deducted from the Budget figure.

Select Accept to select this Mission. Select Map to go back to the Map Screen. Select Menu to go to the Main Menu.

BUDGET

The figure at the top right hand column is the Mission Budget. Spend it wisely! It allows you to buy weapons, peripherals and modifications of your Agents. You can also invest it on further Mission Information and on enhanced Mission Map.

Your budget goes up and down depending on expenses such as purchases, and income such as [illegible]s.

Having no money does not end the game. It just makes it much more difficult. Your Agents are sent into the field with basic weapons and information.

MISSION MAP

The Mission Map shows where your enemies are, transportation routes, structures, etc.

The drop zone flashes red and white. Enemy Agents are also displayed, flashing in red. Streets and transport routes are gray and buildings are green. You must begin the mission to find out the approximate location of the target.

CHAPTER 3: PREPARING THE TEAM

AGENT BOXES

Select, equip and modify Agents using their Agent Boxes. Select an Agent by pressing 1-4 on your numeric key pad or press the 5 button to toggle Group Mode. The Group Mode selects all four Agents for simultaneous modifications.

Maximum squad size is four, but it's often easier to keep an eye on just one or two Agents. To deselect an Agent, just hold down the C button and press the number of the Agent you wish to deselect.

EQUIPMENT

Each Agent begins with one pistol. Purchases are listed to the bottom right of the Agent icon. Only arm your Agents for the Mission at hand. The more weapons your Agents carry, the more encumbered they become.

The Equipment List shows equipment available and the ability to purchase more equipment. Select the Equipment List by pressing the B button. Using the Directional Pad, you may select a particular weapon. Press A to open the Weapon Details Screen.

As with the Info and Enhance options, it is up to you to balance expenditures against the requirements of a Mission.

WEAPON DETAILS SCREEN

At the beginning of the game, you have five equipment options: Persuadertron, Pistol, Shotgun, Scanner and MediKit. By selecting an item, you can find out the name, cost, unit cost, amount of ammunition and effective weapon range.

Purchase

Press the A button to purchase an item.

MODS SCREEN

The Mods Screen allows you to perfect your Cyborg Agent's brain, limbs, eyes, heart and chest to produce the ultimate killing machine.

Each particular modification improves your Agent in the following ways:

Brain: Increases the power of the Persuadertron (i.e., it is easier to persuade Agents, etc.)

Eyes: Increases the range of the Persuadertron Improves perception

Heart: Improves adrenaline recovery

Chest: Regenerates health Allows Agent to self-destruct

Legs: Allows Agent to move faster

Arms: Allows Agents to carry heavy weapons (e.g., Minigun) without any slow down

Versions

There are three (V1, V2 & V3) physical modification versions available The higher the version, the more advanced the technology and therefore the higher the probability of success.

RESEARCH SCREEN

You can channel funds into the Research Department to develop better and more advanced equipment

Equipment Development

At the Research Screen, select a category and then select Research. The minimum and maximum development cost is revealed in the window. Adjust this with the Funding + and Funding - buttons. Use the Directional Pad to switch between + and - and press the A button to select it. The new Development Cost is deducted from the Mission Budget. When you have chosen the right combination of cost and time of development, select Accept.

Modification Development

Your Modification Development options are listed here. Use the Funding +/- buttons to maximize and minimize your investment.

Want that laser bad? Speed up development by increasing funding. Budget looking a little thin? Reduce the speed of development and save some money. These adjustments can be made using the Funding + and Funding - options.

Development Graph

The Development Graph is an at-a-glance indicator of the state of development for any modification or piece of equipment. The vertical axis is % Completion and the horizontal axis is Days To Completion.

The initial Development Cost is based on 100% completion being achieved in ten days. By increasing funding, you can cut development time to as short as one day.

Confirming Development

When all budgetary limitations have been taken into account and the desired cost/time threshold reached, select Accept to return to the Mission Screen. Select Team to select your Agents from Stasis. Equipment purchases and modifications to your Agents give them more specific Mission uses. They also gain experience with their weaponry as the game progresses. In this way, you should develop an enviable selection of Cybernetic killing talent for your Syndicate.

Using the Persuadertron, captured enemy Agents are added to the Cryo Chamber. The Agents bring weapons and experience with them which can be modified.

Remember, Agents killed during a Mission are gone forever - so make sure your pool of Mission personnel doesn't dry up - or it's over!

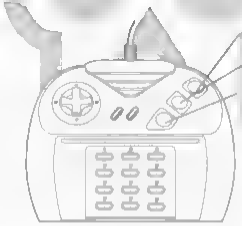
REPLACING DEAD AGENTS

You must replace dead Cyborg Agents with Cyborg Agents in the Cryo Chamber. First select the Dead Agent's box. Now select the chosen Agent from the Cryo Chamber, and

the Agent box number appears beside it. This Cyborg can now be equipped and modified for service with the Syndicate.

The number of stored Agents can only be increased by persuading enemy Agents to join your forces.

CONTROLS IN COMBAT



A: Fires your weapon.

B: Moves team member(s) to cursor, picks up items.

C: Hold the C button and move the Directional Pad to make the screen scroll.

Directional Pad: Moves cursor.
- When cursor is moved to the edge of the screen, screen scrolls with it.
- When cursor is moved over an item that can be picked up, it changes to a claw.

Options: Zoom cursor to nearest target

Pause: Pauses the action. When paused:
- Arrow Keys + Option: Adjusts screen position
- Arrow Keys + A: Adjusts music volume
- Arrow Keys + B: Adjusts sample volume
- Arrow Keys + C: Adjusts panel position

1: Selects the first person on your team

2: Selects the second person on your team

3: Selects the third person on your team

4: Selects the fourth person on your team

5: Selects or deselects all members of your team

6: Centers screen on selected agent

7: Selects weapon or device team member is carrying

8: Same as *7*

9: Toggles Agent tracking mode

***:** Adrenaline Drug: Controls speed of reactions

0: Perception Drug: Improves precise firing and alerts an Agent to danger earlier

#: Intelligence Drug: Controls an Agent's reactions to a given situation

Key Combinations:

B – C: Panic mode (weapon is [illegible]n and fired automatically)

C – 7: Deselects weapon

C – 8: Drops weapon

C – 7 – 9: Self-destruct

C - 1: Zoom in

C - 2: Zoom out

C - *: Reduce Adrenaline

C - 0: Reduce Perception

C - #: Reduce Intelligence

C - 3: Go to point on scanner map.

1 - 3: Withdraw from Mission.

CHAPTER 4: PLAYING A MISSION

STATUS BOXES

The operational status of your Agents is displayed in the Status boxes numbered 1 4 Each has an Agent icon that responds to movements and hits in the Mission Zone

With the Health Bar, white means life and black means death The health of a Cyborg can be restored using a MediKit

You can either select the Agent's Status box or the Agent in the Mission Zone to activate him/her

IPA LEVELS

With the three bars, you control injections of drugs which alter Intelligence (I), Perception (P), and Adrenaline (A) levels in real time. The dark segment shows the amount of drug used.

Press the *, 0 or # keys to raise the level of the injections. Hold the C button down and press the *, 0 or # keys to lower the level of injections. The center white line moves to the right to show drug dependency. Future injections need to be greater to have the same effect.

Intelligence: Controls an Agent's reactions to a given situation.

Perception: Improves precise firing and alerts an Agent to danger earlier.

Adrenaline: Controls speed and reactions.

An Agent with high adrenaline and low intelligence reacts quickly but erratically. He/she may fire wide or too soon.

Raising intelligence may prompt an Agent to get out of a risky situation rather than risk his life. This is especially true in combination with higher perception.

SCANNER

The scanner shows an aerial view of the Mission View

City Structures: Green blocks

Road/Access Routes: Gray

Your Agents, People, Police or Enemy Agents Caught in The Persuadertron: Flash white/yellow

Enemy Agents: Red

Unfriendly Soldiers/Guards: Brown flashing circles

Civilian Population/Dead Agents: White specks

Police: Block

Vehicles: Blue squares

You can move your Agents around the Mission Zone by selecting ahead of your Agent(s) in the desired direction of movement and pressing the B button

MOVING YOUR AGENTS

Your Agents appear in the Mission Zone numbered 1-4. Select ahead of the Agent and press the B button to move them. If your Agent has entered a building, a vehicle, or has disappeared into a tunnel, follow the Agent's dot to trace the route. You can maneuver the Agent when out of sight.

You can make your Agents move faster by increasing their adrenaline level or investing in higher version legs. The load they are carrying also has an effect.

Group Mode

Combine all your Agents during the Mission using the Group Mode by pressing the 5 button. When you are in the Group Mode, your Agents work as one.

IN THE MISSION ZONE

Here are some of the things you can expect to come across while playing *Syndicate*.

Enemy Agents (red circles): Rival Syndicate Agents appear wearing large overcoats to conceal weapons.

Police (black circles): Police cannot fire on Syndicate Agents until weapons are drawn. Despite being well-trained, well-armed and well-protected, police can become stirring

ducks for Agents intent on target practice

The Target (white dot with radar signal): The target can be located on the Scanner by following the radar signal.

Vehicles (blue squares): You can get into cars, trucks and trains by selecting on a desired vehicle. This moves the active Agent to enter the vehicle. You control the vehicle the same way as controlling the movement of the Agent.

Buildings (green blocks): Select doors to enter buildings. While inside, you can trace the movements of your Agent by following his/her dot on the Scanner. To exit, select a place outside and your Agent will find the shortest route outside.

USING WEAPONS

You must select a weapon before firing. But remember, police recognize Cyborgs with weapons drawn and will fire on you when you have an active weapon. Aim with the cursor, and the targeting icon will appear. When red, the target is in range. Press the A button once for one shot. Hold the button down for machine-gun fire if you have an automatic weapon.

Pressing either the 7 or 8 button will toggle through your weapons selection. C + 7 will deselect the weapon you currently have selected.

C + 8 will drop the weapon you currently have selected

To grab the weapon of a fallen enemy or police officer, simply place the cursor over the smoking body and when the grabbing icon appears, press the B button. The weapon flashes red in your Agent's inventory if it's worth retrieving. If there is more than one weapon, the Grab icon remains in view.

SELF-DESTRUCT

You can self-destruct your Agents if they are equipped with V1 chests or higher by pressing C + 7 + 9 buttons simultaneously.

MISSION DEBRIEFING

After each Mission, the Debriefing Screen gives you Mission statistics. These include Agents killed, Agents used, hit percentage, and a breakdown of everything that happened during the Mission. If things went badly for your Syndicate, here's where you find out why.

After reading these stats, select Accept and the World Map display appears. If you were successful in your last Mission, your company color appears in the territory you conquered. If you were not successful, no new territories are flashing and you cannot go onto new Missions.

If the Mission was not a success, Agents killed and money spent are gone for good, and you must replay the Mission again.

CHAPTER 5: AFTER THE MISSION

RAISING TAXES

Raise taxes for more funding and to increase Syndicate profits

But be careful with population mood changes. The citizens can turn rebellious if unhappy with your treatment of them. If this happens, you will need to fight an extra Mission. And this will take precious money, resources and Agents, so be careful and check the current mood of the populace by selecting your controlled territories at the World Map Screen. Lower taxes if necessary to improve the mood and prevent rival Syndicate insurgents from taking advantage.

You can raise taxes in 1% and 10% increments. The money raised is displayed next to the tax figure. Arrow Keys toggle through owned or playable states. C + Arrow Keys move through all states. Left/Right Keys raise/lower tax in increments of 1%. C + Left/Right Keys raise/lower tax in increments of 10%.

CHOOSE A NEW MISSION

Territories in your vicinity that have been destabilized due to your success will flash to indicate they are ripe for a takeover. These are the areas you will invade next. Choose a territory and select Brief to reveal the new Mission and budget. Then select Accept for Team Selection.

RELOADING WEAPONS

Select the Agent box to see the Cyborg's remaining firepower (visible beneath the Agent display). Weapons low on ammunition have incomplete red bars. Select the Weapon Descriptions window. Select Reload and press the A button to return a weapon to full strength.

SELLING EQUIPMENT

You can sell unnecessary weaponry and boost your budget for the next Mission. Simply highlight the item and select Sell. Weapons you grabbed during a Mission can be sold or reloaded, whichever you think would be more advantageous to your next Mission.

CHAPTER 6: EQUIPMENT & TERRITORIES

The following lists the complete set of weapons and mission peripherals made available to your Syndicate

FIREARMS

Pistol: Large caliber hand gun. Medium range projectile weapon. Very cheap gun that is easily outclassed, but useful as a backup.

Shotgun: Pump action shotgun with a large spread. Short range weapon. Nearly useless at long range.

Persuadertron: Short-range weapon that fires a small dose of chemicals which render the target totally open to auto suggestion. When hit, victims momentarily turn blue, lose all free will, and follow the Agent (who fired the gun) around the Mission Zone like a zombie.

Uzi SMG: 9mm automatic hand gun. Fast rate of fire and medium range. Plenty of ammunition and a relatively low cost make this weapon the mainstay of any offensive force.

Long Range Rifle: Very long range and extremely accurate, high velocity rifle. A single-shot weapon designed for picking off individual targets at a distance. Useful for assassination attempts and long-range support fire.

SUPPORT WEAPONS

Flame Thrower: Shoots a short-range stream of ignited jelly that sticks and burns on target. Effective for close crowd clearance and as an anti-vehicle weapon.

Mini Gun: Motor driven, multi-barreled machine gun. Devastating rate of fire and a decent range make this an ideal support weapon for any squad. Be careful. This gun is very heavy and goes through ammunition fast.

Laser Gun: Small rifle that cuts through its targets with ease. Extremely powerful with a very long range.

Gauss Gun: Portable launcher with three rockets. Long range, high explosive rockets ideal for destroying tanks or eliminating large groups of people.

SPECIAL EQUIPMENT

Pass Card: Plastic card that allows access to some security doors. Also identifies the Agent as a police officer.

Scanner: Energy scanner for detecting possible threats or items of equipment in the area. Displays people, vehicles and equipment in the surrounding area.

Time Bomb: High powered explosive with timer and detonator. Strong enough to destroy people and vehicles, but not structures

MediKit: Can be used for minor field surgery Restores a single Agent's health and may only be used once

Shield: Personal force field generator Withstands all projectile weapons Very short life span due to immense power drain

CHAPTER 7: RIVAL SYNDICATES

The Tao: Tao Agents are well-disciplined and equipped with the latest weaponry Assassinations are generally immaculate with very little civilian wastage Tao Agents are not a vicious or sadistic adversary, but a frighteningly efficient one

I.I.A. (Independent Intelligence Agency): I I A operatives are chosen for their massive muscularity They are loaded with heavy armaments, the logic being that a few civilian casualties helps keep the rest of the citizens in line Expect no mercy

The Castrilos: Unparalleled viciousness is the major attribute of Castrilo Agents Spreading through the Caribbean like the flu, this Syndicate soon established itself as a primal force throughout most of South America A fortune was made by the Castrilos blackmailing

world governments with threats to destroy what remained of the Amazon rain forest. A war of attrition exists between Castrila Agents and the I.I.A. as they attempt to establish a foothold in the lucrative North American zone.

Sphinx Inc.: Although not the best equipped, Sphinx Inc. Agents are injected with an unnatural dedication to duty. Even alone and injured, they fight to the end and are very difficult to kill.

Executive Jihad: Caught between a rock and a hard place by the expansionist policies of both Tao and Sphinx Inc., and near bankrupted by World Government fines levied for exporting oil, the Jihad is a Syndicate fighting for its home. Adversity is a great motivation and the Jihad executive has seen to it that its Cyborgs are kill-hungry maniacs. They may be few and poorly armed, but you overlook the Jihad at your peril.

Tasmanian Liberation Consortium (TLC): With a fortune made from exporting weak, fizzy lager worldwide to spend on Research, the TLC gained influence and were soon second only to the Tao as a world power. Their Agents tend to be wayward in their aim, mainly because their executive controllers are always drunk, so civilian casualties are high. TLC Agents have no real sadistic streak, and only turn nasty when denied access to Vegemite.

EuroCorp: The original designer of the CHIP. But EuroCorp's monopoly of world CHIP production couldn't last forever, and soon the executive was defending itself from rival Syndicate interests on all fronts.

This is the situation you are in. Defend your Syndicate and, at the same time, use your Agents to re-establish your Syndicate's pre-eminence.

NOTES

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